LUCKY LUKE

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STARTING THE GAME

1 - Install your PlayStation® game Console according to the instructions given in the Instruction manual.

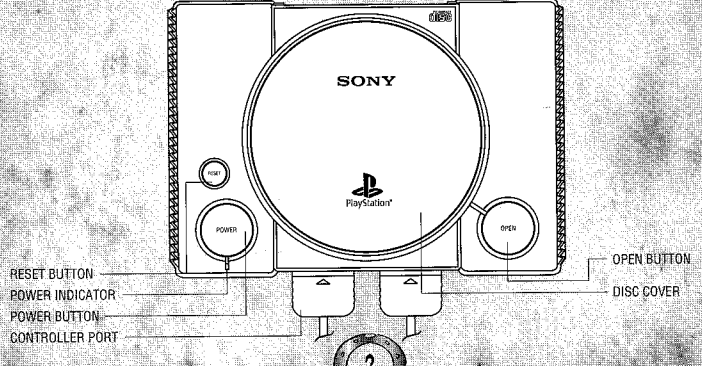
2 - Check that the Console is switched off before you insert or take out a disc.

3 - Insert the Lucky Luke Disc, and close the Disc cover.

4 - Plug a game Controller into Controller port 1 and switch on the PlayStation® Console.

5 - When you have switched your Console on, you'll see the COPYRIGHT screen displayed, then the animated PRESENTATION SEQUENCE, and finally the MAIN MENU.

You are advised not to plug in or unplug peripherals or memory cards while the console is switched on.



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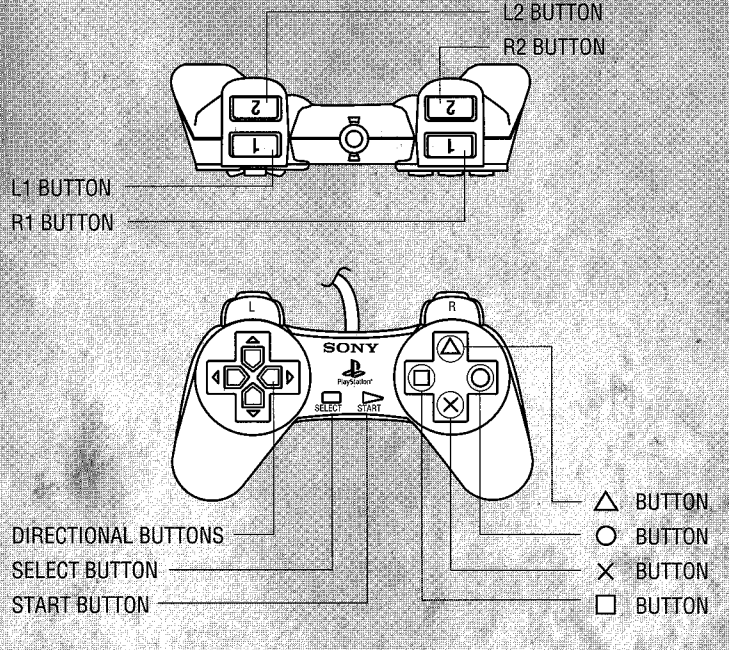


Highlight the parameter that you want to change, using the up and down Directional buttons, and press the left and right Directional buttons to change the parameter values. When you have made all the changes you want, press the ✕ button so that they are all stored in the memory.

• ***CONTROLLER CONFIGURATION***

You can select one of three predefined configurations:

CONFIGURATION A

△ button: Put down dynamite
✕ button: Run
□ button: Jump
○ button: Shoot
L2 button: Show/hide the score bar

CONFIGURATION B

△ button: Put down dynamite
✕ button: Run
□ button: Shoot
○ button: Jump
L2 button: Show/hide the score bar

CONFIGURATION C

△ button: Put down dynamite
✕ button: Jump
□ button: Run
○ button: Shoot
L2 button: Show/hide the score bar

• ***BACK***

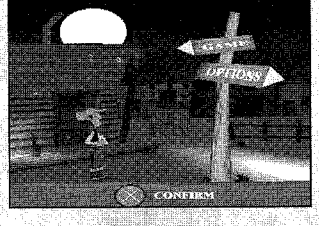
When you are in the options menu and you want to go back to the main menu, position the cursor on the Back sign and press the ✕ button.

STORY

The life of a Wild West lawman is not exactly restful! Those pesky outlaws, the dreaded Dalton Brothers, have escaped once again from the most heavily-guarded prison in Arizona. Lucky Luke hasn't a minute to lose before setting off to hunt them down. His crazy ride is going to take him all over the Wild West, to the most unexpected places...

MAIN MENU

The main menu appears after the intro-movie. Press the Start button if you want to interrupt this sequence and go immediately to the main menu. On the main menu, you can choose to start the game or to set certain options. Make your selection using the up and down Directional buttons, then confirm it by pressing the ✕ button.



OPTIONS

• ***PASSWORD*** (saving the game without using a Memory Card)

During your wild ride, you will be able to obtain passwords (made up of four faces arranged in a particular order) that will enable you to play a game without having to start right from the beginning again.

To enter a password (if you have one), select "Password" in the options menu and confirm your choice by pressing the ✕ button. Then use the Directional buttons to go to the face that you want to change, and press the □ button to change the face that is displayed. When the set of faces on the screen is the one you wish to enter, press the ✕ button to confirm your selection.

• ***SFX***

You can use this sub-menu to:
- select mono or stereo sound
- adjust the volume of the sound effects
- adjust the volume of the music
- listen to any of the game music

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SCORE BAR

Lucky Luke's Face: Lucky Luke's face is shown at the top-left of the game screen, on a panel made of three pieces of wood. Each time Lucky Luke is hit by an enemy or by the explosion of a dynamite charge, one of the pieces disappears. When Lucky Luke has been hit 4 times, you lose a life. The number displayed next to Lucky Luke's face tells you how many lives you have left.

The B (Bonus) Icon: The B icon is shown to the right of Lucky Luke's face. The number displayed to the right of the Bonus icon tells you how many Bonus icons you have picked up in a level.

The Dynamite Charge: The dynamite charge is shown to the right of the Bonus icon. The number displayed to the right of the dynamite tells you how many dynamite charges you have.

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The Dollar Symbol: The dollar symbol is located to the right of the dynamite charge. The number displayed to the right of the symbol tells you how many dollars you have already collected.

The Collected Objects: in certain levels, you must collect objects to solve puzzles. When an object is in your possession, it is shown at the top-right of the screen.

BONUSES

Throughout the game, you can collect the following bonuses:

The Lucky Luke Golden Head: This gives you an extra life.

The Sheriff's Star: This bonus credits your score bar with an extra energy point, unless the energy bar is already at its maximum.

The Dynamite Charge: You can use a charge to blow up obstacles or to get rid of particularly tough enemies.

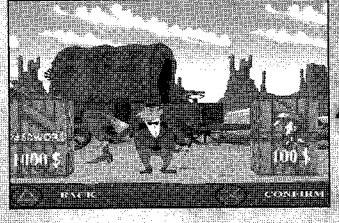
The Dollars: There are many bonuses spread around all the levels in the form of dollars. Collect as many of them as you can, because you can use them to buy either a life or a password.

The B (Bonus) icon: 4 Bonus icons are cleverly hidden in each level of the game. If you find all the B icons hidden in a level, you will gain access to one of the three bonus levels of the game, at the end of the level.

Rintincan "checkpoints": Rintincan will appear in some levels. When this happens, if you pass in front of him, your position in the current level will be saved.

HOW TO BUY A LIFE OR A PASSWORD

When you have collected a certain number of dollars, you automatically gain access to the following level "Flatshoe The Hawker's wagon".
You can then choose to buy an extra life (30 dollars) or a password (100 dollars).
To make your choice, use the left and right Directional buttons, then confirm by pressing the ✕ button.



If you have bought a password, the box to the left opens to show a password made up of four faces. Note it carefully, because you won't be able to see it again once you've left Flatshoe's level.

POSSIBLE ACTIONS

Here are the actions that Lucky Luke can perform and the corresponding commands. Note that these are the default commands corresponding to configuration A of the Controller.

- ***WALK:*** use the right and left Directional buttons.
- ***RUN:*** use the right and left Directional buttons while holding the ✕ button.
- ***JUMP:*** press the □ button to make a small jump. To make a bigger jump, press the □ button and the ✕ button at the same time.
- ***DUCK / PICK UP AN OBJECT:*** use the down Directional button.
- ***SHOOT:*** press the ○ button. To choose the direction of the shot, use the Directional button while you are shooting.
- ***DETONATE DYNAMITE:*** press the △ button. Warning: get out of the way fast if you don't want to be blasted!
- ***PUSH:*** when you can push an object, Lucky Luke automatically takes up the right position. Just use the right or left Directional buttons to move the object.
- ***SCORE BAR:*** press L2 to display the entire score bar. Press L2 again to hide the score bar.

- ***USE A SWITCH:*** use the up Directional button when Lucky Luke is next to the mechanism you want to start.
- ***SHOW / HIDE THE SCORE BAR:*** use the L2 button.
- ***PAUSE ON / OFF:*** press the Start button.
- ***QUIT THE GAME:*** pause the game, then press the Select button. Follow the instructions on the screen.

SPECIAL LEVELS

In some levels of the game, you can perform specific actions.

- ***ABILENE BOSS level***

Lucky Luke has changed his weapon... this one is much more useful for bouncing the logs back at his enemy. Here are the special commands:

- To bounce the logs back: press the ○ Button.
- To direct the hit: while pressing the ○ Button, use the right or left Directional Button to hit to the right (forehand) or to the left (backhand). Release the ○ Button to make the hit.

- ***SALOON level***

In this level, Lucky Luke has to fight various adversaries with his fists.

Here are the special actions you can perform:

- JAB: press the ✕ button.
- BODY PUNCH: press the ✕ button and the down Directional button at the same time.
- UPPERCUT: press the ✕ button and the up Directional button at the same time.
- HIGH DODGE: press the up Directional button and the □ button at the same time.
- LOW DODGE: press the down Directional button and the □ button at the same time.

- ***WAGONS level***

On a wagon rolling at high speed, Lucky Luke can perform the following actions:

- ACCELERATE THE WAGON: press the ✕ button.
- TILT THE WAGON TO RIGHT OR LEFT: use the right Directional button or the left Directional button.
- MAKE THE WAGON JUMP: press the □ button.
- MAKE LUCKY LUKE DUCK: press the down Directional button.

• ***LUMBERJACKS level***

For the first two trials in this level, you must use the following actions:
- INCREASE THE LEVEL OF YOUR FORCE GAUGE: press the ○ button and the □ button alternately. The faster your rhythm, the faster the gauge will move up.
- DISH OUT AN AXE OR CLUB BLOW: when you have reached the maximum energy level for the action, the gauge blinks. Press the △ button to confirm the action.

BONUS LEVELS

• ***BOTTLE SHOOTING***

You have to prove that you really are the best shot in the West. Each bottle you hit earns you dollars! What's more, if you hit the watch that Rintincan is holding in his mouth, you'll have more time to shoot the bottles. Careful, don't shoot at everything that moves, because if you hit the bartender your time will be reduced...

• ***ARM WRESTLING***

In this trial of strength and endurance, you can gain a life if you beat your opponent. To increase the level of the gauge, press the ○ button and the □ button rapidly one after the other.

When the gauge has reached the maximum level, press the △ button.

• ***THE CARD GAME***

Pat Poker has more than one trick up his sleeve! Now is the time to test your luck...

The rules of the game are simple. 8 cards are laid face-down on the table. Whenever you turn over a card showing Lucky Luke, Jolly Jumper, or Rintincan, you win dollars. But if you turn over the card showing Joe Dalton, you lose all the dollars you have won previously! You can leave this level at any time (by selecting the Exit icon), but remember that the higher the risk you take, the more you might win!

Here are the commands to use when playing with Pat Poker:

- to move the blinking cursor: use the Directional buttons.
- to turn a card over: press the ✕ button.

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HINTS AND TIPS

Here are some tips for cowboys in danger...

ABILENE
Find the key to get the dynamite, then blow up the right cases.

ABILENE BOSS
Move to the right place, point to the logs and shoot at them to bounce them back to the boss.

TRAIN 1
Don't save your ammunition: Shoot anything that moves!!!

TRAIN 2
Play ping-pong with the bombs and bounce them back to the boss by shooting at them using careful timing.

PUEBLOS
Find the 10 moon-like pearls hidden in this level. Pearls appear one by one. You have to collect them in the same order they appear. Don't go to visit the sorcerer until you've got all of them... otherwise he'll cast a spell on you.

MINE TUNNELS
Look for the gears which trigger the elevators. Don't forget the keys...

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***BUTTERCUT:** The counterfeit money printing press*
Stop the printing presses and jump at the right moment to get rid of the boss.

INDIAN DESERT
If you want to find the four pieces of the totem pole, then don't be upset by the hallucinations caused by your thirst.

SALOON
Don't use your fists to just hit, use them to defend yourself too!

WATERFALLS
Don't be afraid to do a hamster impression to get the four gold nuggets!

WAGONS
Try switching the points to get out of the labyrinth...

LUMBERJACKS
Flex your fingers before taking on Mc Bride!!!

DALTON CITY
Keep your eyes open and your finger on the trigger if you want to do away with all bandits in the town.

THE BARN
It's all a question of anticipation: Shoot at the hay bales at just the right moment to make the sacks drop over the boss.